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Terms used **register software pallet** Found **25** of **157,873**

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Relevance scale

1 The virtual showcase as a new platform for augmented reality digital storytelling

Oliver Bimber, L. Miguel Encarnação, Dieter Schmalstieg

May 2003 **Proceedings of the workshop on Virtual environments 2003 EGVE '03**

Full text available: pdf(1.85 MB) Additional Information: full citation, abstract, references, index terms

In this paper we discuss a case study for which we applied a customized augmented reality display -the Virtual Showcase- as a new platform for digital storytelling. Different storytelling components are identified and examples for their specific realization are explained. Our case study focuses on communicating scientific information to a novice audience in a museum context. Addressing first user feedback, we describe our current efforts of improvement.

Keywords: augmented reality, digital storytelling, multi-user, user feedback

2 Q Focus: RFID: Integrating RFID

Sanjay Sarma

October 2004 **Queue**, Volume 2 Issue 7

Full text available: pdf(1.09 MB) html(28.58 KB) Additional Information: full citation, index terms

3 The distributed mission training integrated threat environment system architecture and design

Martin R. Stytz, Sheila B. Banks

January 2001 **ACM Transactions on Modeling and Computer Simulation (TOMACS)**, Volume 11 Issue 1

Full text available: pdf(151.20 KB) Additional Information: full citation, abstract, references, citings, index terms

We describe the architecture, design, components, and functionality of the Distributed Mission Training Integrated Threat Environment (DMTITE) software. The DMTITE architecture and design support the development and run-time operation of computer-generated actors (CGAs) in distributed simulations. The architecture and design employ object-oriented techniques, component software, object frameworks, containerization, and rapid prototyping technologies. The DMTITE architecture and design consi ...

Keywords: advanced distributed simulation, components, computer-generated actors,

computer-generated forces, distributed mission training, distributed simulation, distributed virtual environments, frameworks, open architecture, synthetic environments, system architectures, virtual environments, wargames

4 Business process modeling/reengineering: Process improvement: simulations on .Net using Highpoint's HighMAST™ simulation toolkit
Peter C. Bosch
December 2003 **Proceedings of the 35th conference on Winter simulation: driving innovation**
Full text available: pdf(434.37 KB) Additional Information: full citation, abstract, references

This paper describes the philosophy, architectures and key features of a new .Net-based simulation object model and toolkit called HighMAST™ (Highpoint Modeling and Simulation Toolkit). HighMAST™ is a set of class libraries built on top of Microsoft's .Net platform. It was built to take advantage of the object-oriented flavor and extensive integration plumbing ingrained in the .Net framework. It supports "active entity", "block-based", "workflow-oriented" and several other types o ...

5 Introduction to simulation (tutorial session)
Arne Thesen, Laurel E. Travis
December 1990 **Proceedings of the 22nd conference on Winter simulation**
Full text available: pdf(958.53 KB) Additional Information: full citation, references, citings, index terms

6 Modeling of chain conveyors and their equipment interfaces
Ali K. Gunal, Edward J. Williams, Shigeru Sadakane
November 1996 **Proceedings of the 28th conference on Winter simulation**
Full text available: pdf(829.77 KB) Additional Information: full citation, references, citings

7 Development and application of NASA's first standard spacecraft computer
Charles E. Trevathan, Thomas D. Taylor, Raymond G. Hartenstein, Ann C. Merwarth, William N. Stewart
September 1984 **Communications of the ACM**, Volume 27 Issue 9
Full text available: pdf(1.26 MB) Additional Information: full citation, abstract, citings, index terms

To provide the autonomy needed by low, earth-orbiting satellites, NASA's first standard on-board processor requires changing only interfacing hardware from mission to mission.

Keywords: PASS, avionics system

8 Research to application success stories (panel): manufacturing
David P. Sly, Sanjay S. Upendram, Onur M. Ülgen, Jim Dooley, Jason Duff
December 1997 **Proceedings of the 29th conference on Winter simulation**
Full text available: pdf(833.41 KB) Additional Information: full citation, references, index terms

9 Simulation of discrete conveyor systems
Donald B. Hopings
December 1988 **Proceedings of the 20th conference on Winter simulation**

Full text available: pdf(481.24 KB) Additional Information: full citation, abstract, references, citings, index terms

Most of the conveyors that appear in simulation models tend to be fairly simplistic. The conveyor only provides a means of moving an object from one place to another. It is driven by a single speed motor and very little, if any, control logic is applied during operation. A number of objects or products can be conveyed in this manner with no difficulty. For example, boxes, kitting tubs and pallets of bricks are all relatively sturdy and relatively insensitive to damage. In fact, the conveyor ...

10 Concurrent design patterns for resource sharing
Bo I. Sandén
November 1997 **Proceedings of the conference on TRI-Ada '97**
Full text available: pdf(1.42 MB) Additional Information: full citation, references, citings, index terms

11 Starting a university microcomputer maintenance program
Roger N. Addelson, Don M. Wee
September 1986 **Proceedings of the 14th annual ACM SIGUCCS conference on User services: setting the direction**
Full text available: pdf(2.73 MB) Additional Information: full citation, citings, index terms

12 Simulation of a large-scale brewery distribution system
K. Heinz Weigl
December 1998 **Proceedings of the 30th conference on Winter simulation**
Full text available: pdf(663.02 KB) Additional Information: full citation, references, index terms

13 Analysis of conveyor systems within automotive final assembly
Edward J. Williams, Haldun Çelik
December 1998 **Proceedings of the 30th conference on Winter simulation**
Full text available: pdf(64.48 KB) Additional Information: full citation, references, index terms

14 Towards just-in-time middleware architectures
Charles Zhang, Dapeng Gao, Hans-Arno Jacobsen
March 2005 **Proceedings of the 4th international conference on Aspect-oriented software development**
Full text available: pdf(281.94 KB) Additional Information: full citation, abstract, references

Middleware becomes increasingly important in building distributed applications. Today, conventional middleware systems are designed, implemented, and packaged prior to their applications. We argue that with this middleware construction paradigm it is often difficult to meet the challenges imposed by application specific customization requirements. We propose to reverse this paradigm by automatically synthesizing middleware structures as the result of reasoning about the distribution needs of the ...

Keywords: aspect oriented middleware, middleware architecture

15 Military applications: T.LoaDS abbreviated systems architecture

Bob Hamber
December 2001 **Proceedings of the 33nd conference on Winter simulation**

Full text available: pdf(264.62 KB) Additional Information: full citation, abstract, references, citings, index terms

The Tactical Logistics Distribution System (T.LoaDS or TLoaDS) is a powerful and flexible simulation application for assessing current or future tactical or sea-based distribution systems. In its current state of development, it is an analytical model for assessing the pros and cons of new doctrine, distribution techniques, organizational structures, and equipment concepts. It can also be used to find out how to best use available resources to sustain a military force in a wide variety of scenar ...

16 Applications in logistics, transportation, and distribution: Manufacturing supply chain applications 2: development of distributed simulation model for the transporter entity in a supply chain process

Richard J. Linn, Chin-Sheng Chen, Jorge A. Lozan
December 2002 **Proceedings of the 34th conference on Winter simulation: exploring new frontiers**

Full text available: pdf(269.21 KB) Additional Information: full citation, abstract, references

Transporter is a critical part of Supply Chain integration. An international transporter process involves multiple ground pickup and delivery operations, package sorting and palletizing, airport operations and air transport. This paper describes a successful two-machine implementation of a distributed simulation model for an international transportation system in a supply chain network operation using Run Time Infrastructure of High Level Architecture software developed by the Defense Modelin ...

17 Interaction: VR user interface: closed world interaction

Ching-Rong Lin, R. Bowen Loftin
October 2000 **Proceedings of the ACM symposium on Virtual reality software and technology**

Full text available: pdf(1.29 MB) Additional Information: full citation, abstract, references

In this paper, we describe a user interface technique that uses a bounding box as a m taphor to facilitate interaction in a Virtual Reality (VR) environment. Because this technique is based on the observation that some of the VR application fields are contained in a closed world, we call it Closed World Interaction (CWI). After the user defines a closed world, the necessar virtual buttons are shown around the closed world which is presented by a frame. These virtual buttons are then used to inte ...

Keywords: 3D interaction, Virtual Reality and visualization

18 Software/modelware tutorials I: SDI industry product suite: the SDI Industry Product Suite: simulation from the production line to the supply chain

Richard A. Phelps, David J. Parsons, Andrew J. Siprelle
December 2000 **Proceedings of the 32nd conference on Winter simulation**

Full text available: pdf(388.99 KB) Additional Information: full citation, abstract, references, citings

The SDI Industry®Product Suite is a versatile, high-level simulation toolset for solving problems of whole enterprises. It adds important capabilities to an existing simulation package, Extend™, which provides a robust simulation architecture and a wealth of existing building blocks. The SDI Industry Product Suite contains 5 specific elements for modeling the enterprise: SDI Database for high-speed data import/export; SDI Industry for high-speed, high-volume production line modeling; S ...

19 Verification and validation and complex environments: a study in service sector
Roger Jenkins, Yogesh Deshpande, Graydon Davison
December 1998 **Proceedings of the 30th conference on Winter simulation**
Full text available: pdf(78.04 KB) Additional Information: full citation, references, citings, index terms

20 Petri Net based simulation of controls for a computer-integrated assembly cell
Kelwyn A. D'Souza, Suresh K. Khator
December 1992 **Proceedings of the 24th conference on Winter simulation**
Full text available: pdf(616.06 KB) Additional Information: full citation, references, citings, index terms

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Terms used **build software register** · Found **11** of **157,873**

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1 Loop fusion for clustered VLIW architectures

Yi Qian, Steve Carr, Philip Sweany

June 2002 **ACM SIGPLAN Notices , Proceèdings of the joint conference on Languages, compilers and tools for embedded systems: software and compilers for embedded systems**, Volume 37 Issue 7

Full text available: pdf(111.58 KB) Additional Information: full citation, abstract, references, citings, index terms

Embedded systems require maximum performance from a processor within significant constraints in power consumption and chip cost. Using software pipelining, high-performance digital signal processors can often exploit considerable instruction-level parallelism (ILP), and thus significantly improve performance. However, software pipelining, in some instances, hinders the goals of low power consumption and low chip cost. Specifically, the registers required by a software pipelined loop may exceed t ...

Keywords: clustered VLIW architectures, loop fusion

2 Loop Transformations for Architectures with Partitioned Register Banks

Xianglong Huang, Steve Carr, Philip Sweany

August 2001 **ACM SIGPLAN Notices**, Volume 36 Issue 8

Full text available: pdf(166.85 KB) Additional Information: full citation, abstract, references, citings, index terms

Embedded systems require maximum performance from a processor within significant constraints in power consumption and chip cost. Using software pipelining, processors can often exploit considerable instruction-level parallelism (ILP), and thus significantly improve performance, at the cost of substantially increasing register requirements. These increasing register requirements, however, make it difficult to build a high-performance embedded processor with a single, multi-ported register file ...

3 The Sloop ISA and the SMOK toolkit

B. Dugan, J. Zahorjan

March 2002 **Journal on Educational Resources in Computing (JERIC)**, Volume 2 Issue 1

Full text available: pdf(573.30 KB) Additional Information: full citation, abstract, references, index terms

Sloop-SMOK is a toolkit designed to improve the student design experience in a machine organization course taken by undergraduates in their first year as computer science majors.

Students in this course have had some programming experience, and may have taken a one-quarter digital design course. Before Sloop-SMOK, assignments in this course were typically assembly language program implementations of functions related to architecture. The major goals in building Sloop-SMOK were to improve the rel ...

Keywords: Computer architecture, education, simulator

4 Speculative software management of datapath-width for energy optimization

Gilles Pokam, Olivier Rochecouste, André Seznec, François Bodin

June 2004 **ACM SIGPLAN Notices , Proceedings of the 2004 ACM SIGPLAN/SIGBED conference on Languages, compilers, and tools for embedded systems**, Volume 39 Issue 7

Full text available: pdf(609.97 KB) Additional Information: full citation, abstract, references, index terms

This paper evaluates managing the processor's datapath-width at the compiler level by means of exploiting dynamic narrow-width operands. We capitalize on the large occurrence of these operands in multimedia programs to build static narrow-width regions that may be directly exposed to the compiler. We propose to augment the ISA with instructions directly exposing the datapath and the register widths to the compiler. Simple exception management allows this exposition to be only speculative. In thi ...

Keywords: clock-gating, compiler, energy management, narrow-width regions, reconfigurable computing, speculative execution

5 A prototype engineering tester for microcode and hardware debugging

Will Sherwood

December 1984 **ACM SIGMICRO Newsletter , Proceedings of the 17th annual workshop on Microprogramming**, Volume 15 Issue 4

Additional Information: full citation, abstract, references, citings, index terms

A custom test system was developed to assist in the integration of the microcode and components of a VLSI VAX Microcomputer prototype system. Microcode debugging ease (on the hardware) and leverage is gained by hierarchical accumulation of access and execution operations for the prototype. VAX-11 750-computer-based software and custom UNIBUS-interconnect-based tester hardware comprise this Engineering Tester (fondly called ET). Interactively entered high-level commands to ET software commun ...

Keywords: Engineering tester, Logic simulation, Microcode debugging, Prototype debugging, VLSI Debugging methodology

6 Object-oriented computer architectures for new generation of applications

Ramesh K. Karne

December 1995 **ACM SIGARCH Computer Architecture News**, Volume 23 Issue 5

Full text available: pdf(1.08 MB) Additional Information: full citation, abstract, index terms

Since the inception of von-Neumann architecture for computer design, there has been no new paradigms or revolutions in computer architectures. Computer applications have been increasing at an exponential rate, however, the basic computer architectures remained the same. The conventional computer architectures, which are based on primitive building blocks including arithmetic logic units, floating point processor units, logical shift units, and register file units created tremendous ...

7 An APL-simulator of non-Von Neumann computer architectures

Andreas Geyer-Schulz, Johann Mitlöhner, Alfred Taudes

May 1990 **ACM SIGAPL APL Quote Quad , Conference proceedings on APL 90: for the future**, Volume 20 Issue 4

Full text available: pdf(785.29 KB) Additional Information: full citation, abstract, references, index terms

APL has a long tradition as a language for the notation of computer architectures that dates back to its use as notation of the IBM 360 system. Its powerful primitives and compactness make it an ideal tool for simulating hardware functions in order to gain insights into the functionality, the performance and the programming issues of an algorithm without the need to undergo the painstaking process of actually building the target machine and implementing the program on it. We have developed ...

8 Design for interactive performance in a virtual laboratory

Chu P. Wang, Lawrence Koved, Semyon Dukach

February 1990 **ACM SIGGRAPH Computer Graphics , Proceedings of the 1990 symposium on Interactive 3D graphics**, Volume 24 Issue 2

Full text available: pdf(190.65 KB) Additional Information: full citation, abstract, citings, index terms

In recent years, a number of research groups have implemented various versions of virtual world concept [2, 4, 6, 7]. A common thread among these virtual worlds is a direct manipulation user interface paradigm based on a glove device with the position and orientation of the hand registered by a tracking device. To explore this paradigm, a new project at IBM Research was started in 1989 to build a virtual laboratory for scientists and engineers. Our first step is to integrate the glove and space ...

9 Design considerations for the VLSI processor of X-TREE

David A. Patterson, E. Scott Fehr, Carlo H. Séquin

April 1979 **Proceedings of the 6th annual symposium on Computer architecture**

Full text available: pdf(958.46 KB) Additional Information: full citation, abstract, references, citings, index terms

X-NODE is a single-chip VLSI processor to be realized in the mid 1980's and to be used as a building block for a tree-structured multiprocessor system (X-TREE). Three major trends influence the design of this processor: the continuing evolution of VLSI technology, the requirements for parallelism and communication in a multiprocessor system, and the need for better support of software and high level language constructs. The influence of these trends on the processor architecture are discuss ...

10 Building a robust software-based router using network processors

Tammo Spalink, Scott Karlin, Larry Peterson, Yitzchak Gottlieb

October 2001 **ACM SIGOPS Operating Systems Review , Proceedings of the eighteenth ACM symposium on Operating systems principles**, Volume 35 Issue 5

Full text available: pdf(1.49 MB) Additional Information: full citation, abstract, references, citings, index terms

Recent efforts to add new services to the Internet have increased interest in software-based routers that are easy to extend and evolve. This paper describes our experiences using emerging network processors---in particular, the Intel IXP1200---to implement a router. We show it is possible to combine an IXP1200 development board and a PC to build an inexpensive router that forwards minimum-sized packets at a rate of 3.47Mpps. This is nearly an order of magnitude faster than existing pure PC-base ...

11 Atlas: a case study in building a web-based learning environment using aspect-oriented programming

Mik Kersten, Gail C. Murphy

October 1999 **ACM SIGPLAN Notices , Proceedings of the 14th ACM SIGPLAN conference on Object-oriented programming, systems, languages, and applications**, Volume 34 Issue 10

Full text available: pdf(2.30 MB) Additional Information: full citation, abstract, references, citings, index terms

The Advanced Teaching and Learning Academic Server (Atlas) is a software system that supports web-based learning. Students can register for courses, and can navigate through personalized views of course material. Atlas has been built according to Sun Microsystem's Java™ Servlet specification using Xerox PARC's aspect-oriented programming support called Aspect™. Since aspect-oriented programming is still in its infancy, little experience with employing this paradigm is currently ...

Keywords: aspect-oriented programming, distributed systems, software engineering practices, web-based applications

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